

A GLOBAL STORAGE SYSTEM

Abstract

- 5 A system for storing and retrieving user-specific content in a client-server computer network according to a computer network architecture is described. The system comprises means for sending, from a first computer, a request relating to user-specific content to a second computer in a client-server computer network, and means for determining a third computer in the client-server computer network
- 10 which is geographically proximal to the first computer. The system also comprises means for redirecting, by the second computer, the request to the third computer, and means for providing a user-specific content transaction between the first and third computers.